 Dreamcast™

ATARI

ANNIVERSARY EDITION



T-15130N

WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

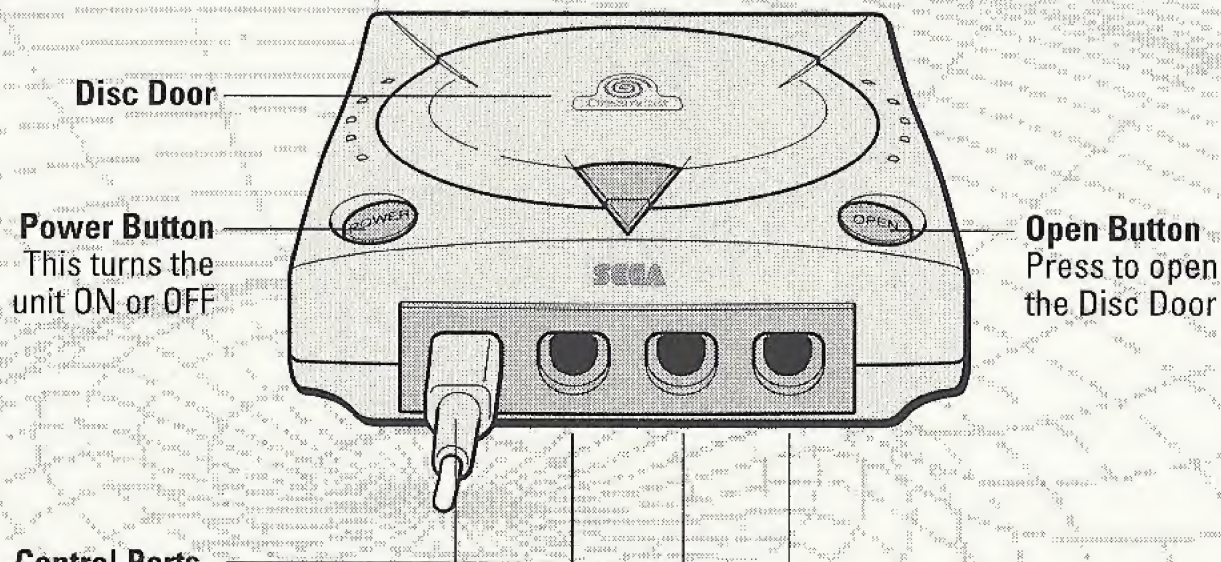
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Getting Started

The *Atari Anniversary Edition* Dreamcast game features multiplayer games. Purchase additional controllers (sold separately) to play with two or more people. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SEGA DREAMCAST HARDWARE UNIT



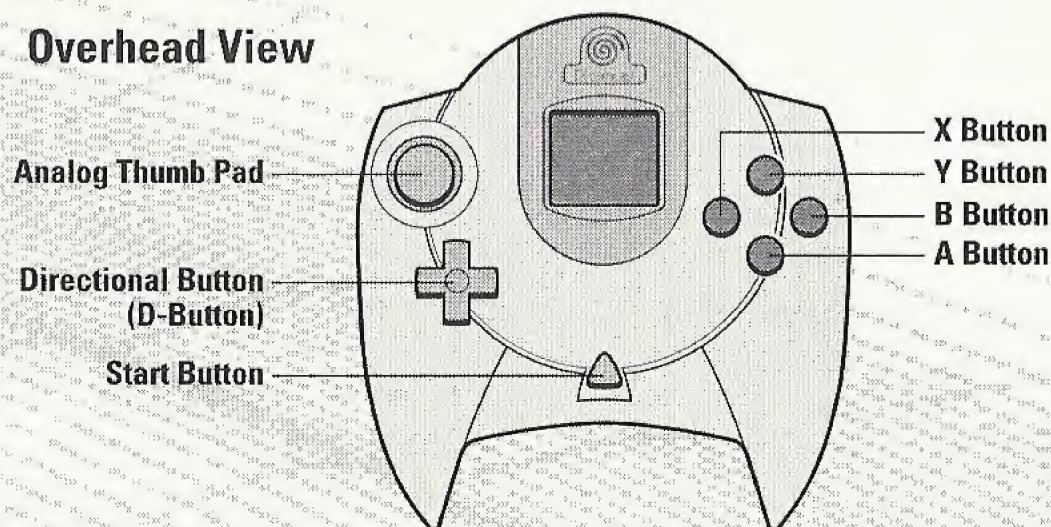
Control Ports
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: Control Port can also be referred to as **Port**.

Controlling Gameplay

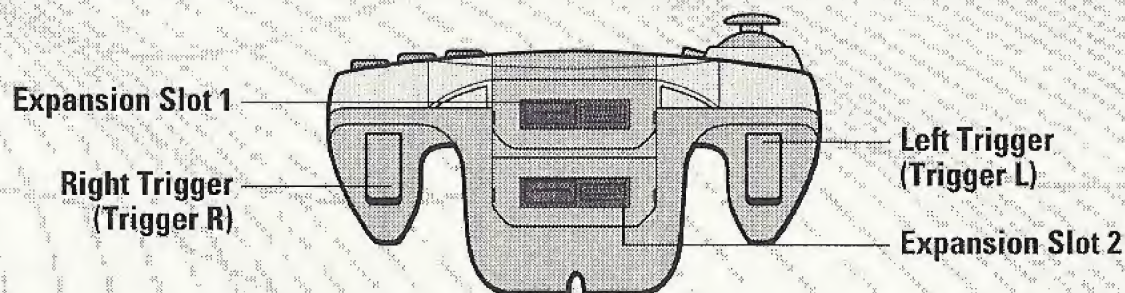
The following are the default controls for the Sega Dreamcast Controller when playing the *Atari Anniversary Edition* Dreamcast game.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Analog Thumb Pad

Use this pad to navigate through menu choices.

Directional Button (D-Button)

Like the Analog Thumb Pad, you may also use this button to navigate through menu choices.

Y Button

Use this button as a hot key to access the Atari Archives from the Main Menu screen, or use it to zoom out on a selected archive screen.

Start Button

Use this button to access a game's Options screen from the game's main screen. During play, pressing the **Start Button** will pause the game before taking you to the game's Options screen.

B Button

Use this button to return to the previous screen or to cancel. From a submenu, this button will take you back to the Arcade Menu screen. From the Archive Menu, this button will take you back to the Arcade Menu screen. From a selected archive image, this button will take you back to the Archive Menu screen.

X Button

Use this button to zoom in on an image in the Atari Archives.

A Button

Use this button to select a menu item.

Right Trigger

Use this trigger to fire the tank's weapon in Battlezone®.

Left Trigger

Not used.

Important! Never touch the Analog Thumb Pad or Left or Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

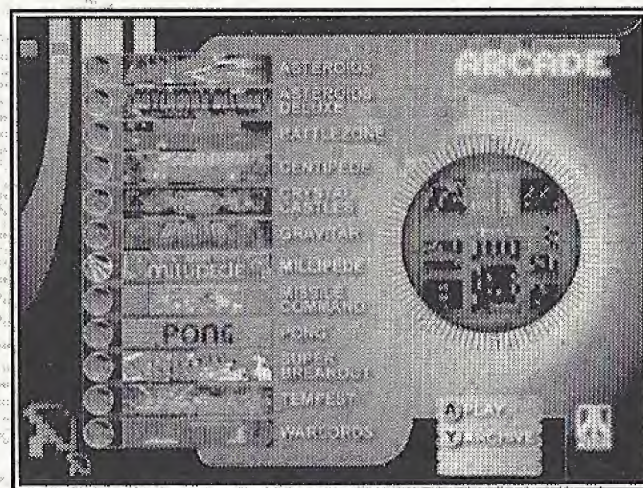
Welcome to the Atari® Anniversary Edition!

The ultimate collection is here! You are about to experience the authentic sights and sounds of some of the finest moments in arcade history. The *Atari Anniversary Edition* Dreamcast game brings you Asteroids®, Asteroids Deluxe™, Battlezone®, Centipede®, Crystal Castles®, Gravitar®, Millipede®, Missile Command®, Pong™, Super Breakout®, Tempest® and Warlords®. Whether you experienced these classic games as a youth or are just curious to find out what inspired the video games of today, you're sure to find a favorite.

The Arcade Menu Screen

After you launch the *Atari Anniversary Edition* Dreamcast game, the Arcade Menu screen appears. From here you can choose to play any of the following hit Atari games:

- Asteroids®
- Asteroids Deluxe™
- Battlezone®
- Centipede®
- Crystal Castles®
- Gravitar®
- Millipede®
- Missile Command®
- Pong™
- Super Breakout®
- Tempest®
- Warlords®



Important! The Arcade Menu screen can only be controlled by the controller in **Port A.**

Additional Features

Configure

Once you've chosen a game to play from the Arcade Menu, press the **Start** Button to bring up that game's Options screen. From the Options screen, you can change that game's settings.

Note: If you unplug the controller in **Port B**, the **TWO PLAYER START** option will be grayed out. Also, if a game is in progress, the **GAME SETTINGS** option will be grayed out.

HOW TO CHANGE A GAME'S CONTROLLER SETTINGS

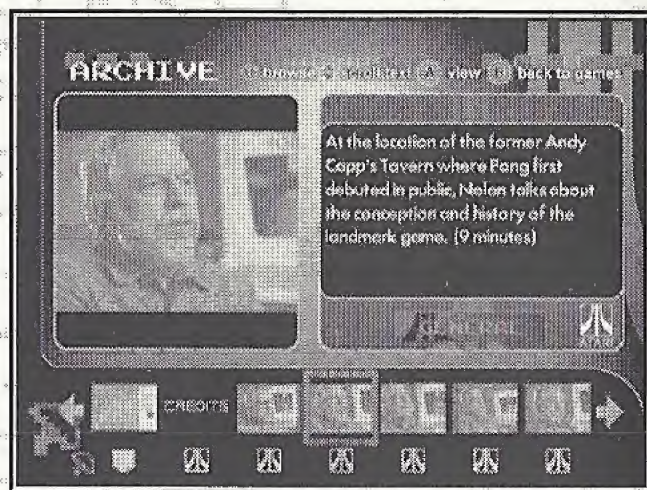
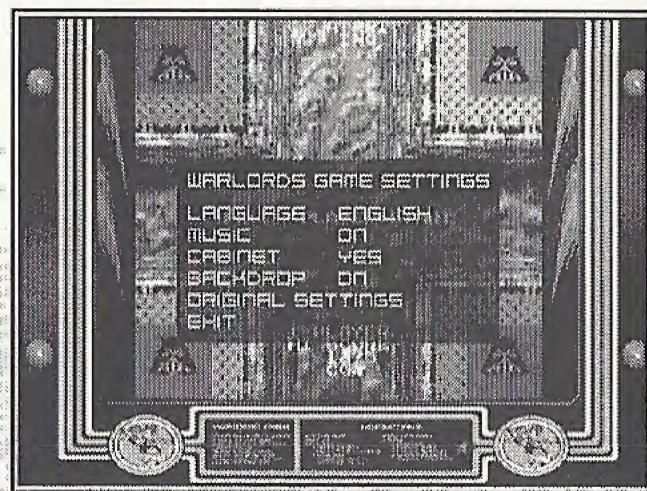
- Once you've chosen a game from the Arcade Menu screen, press the **Start** Button to access that game's Options menu.
- Now use the Analog Thumb Pad or the D-Button to highlight the Controller Settings option and then press the **A** Button. The current assigned controller button will flash on screen.
- Press the new controller button you would like to use for that function.
- When done, select the Exit option from the menu and press the **A** Button.

Note: For games that feature **SPEED** as one of the controller settings, the setting level ranges from 1 (slower) to 5 (fastest) with 3 being the default.

The Atari Archives

Visit the Atari Archives and immerse yourself in some great memorabilia from the early days of Atari. It's there that you'll find background info on the classic games, interviews, old graphics, stories and audio related to all the old favorites. Have a look around and feel what it was like to be a pioneer!

Important! The Atari Archives can only be controlled by the controller in **Port A**.



NAVIGATING THE MAIN ARCHIVE SCREEN

Analog Thumb Pad or Directional Button (D-Button) — Use either control to scroll the archive selections left or right, or to scroll up and down to read text not currently in view.

A Button — Use this button to select a menu item.

B Button — Use this button to return to the previous screen or to cancel.

NAVIGATING A SELECTED ARCHIVE SCREEN

Analog Thumb Pad or Directional Button (D-Button) — Use either control to scroll picture left, right, up or down.

Start Button — Use to reset archive image to original zoom and position.

B Button — Use this button to return to the previous screen or to cancel.

X Button — Use to zoom in on a selected image.

Y Button — Use to zoom out on a selected image.

Default Controls

Important! Only the player with the controller in **Port A** can start a new game.

Exception: Warlords®

Asteroids®

A Button = Fire

Analog Thumb Pad or D-Button Up = Thrust

B Button = Hyperspace

Analog Thumb Pad or D-Button Left = Rotate Left

Analog Thumb Pad or D-Button Right = Rotate Right

Asteroids Deluxe™

A Button = Fire

Analog Thumb Pad or D-Button Up = Thrust

B Button = Shields

Analog Thumb Pad or D-Button Left = Rotate Left

Analog Thumb Pad or D-Button Right = Rotate Right

Battlezone®

D-Button Up = Left Tread Forward

D-Button Down = Left Tread Reverse

Y Button = Right Tread Forward

A Button = Right Tread Reverse

Right Trigger = Fire

Centipede®

A Button = Fire

Analog Thumb Pad or D-Button Up = Move Up

Analog Thumb Pad or D-Button Down = Move Down

Analog Thumb Pad or D-Button Left = Move Left

Analog Thumb Pad or D-Button Right = Move Right

Crystal Castles®

A Button = Jump

Analog Thumb Pad or D-Button Up = Move Up

Analog Thumb Pad or D-Button Down = Move Down

Analog Thumb Pad or D-Button Left = Move Left

Analog Thumb Pad or D-Button Right = Move Right

Gravitar®

A Button = Fire

Analog Thumb Pad or D-Button Up = Thrust

B Button = Shields/Tractor

Analog Thumb Pad or D-Button Left = Rotate Left

Analog Thumb Pad or D-Button Right = Rotate Right

Millipede[®]

A Button = Fire

Analog Thumb Pad or D-Button Up = Move Up

Analog Thumb Pad or D-Button Down = Move Down

Analog Thumb Pad or D-Button Left = Move Left

Analog Thumb Pad or D-Button Right = Move Right

Missile Command[®]

X Button = Alpha Fire

A Button = Delta Fire

B Button = Omega Fire

Analog Thumb Pad or D-Button Up = Aim Up

Analog Thumb Pad or D-Button Down = Aim Down

Analog Thumb Pad or D-Button Left = Aim Left

Analog Thumb Pad or D-Button Right = Aim Right

Pong[™]

Analog Thumb Pad or D-Button Up = Paddle Up

Analog Thumb Pad or D-Button Down = Paddle Down

Super Breakout[®]

A Button = Serve

Analog Thumb Pad or D-Button Left = Move Left

Analog Thumb Pad or D-Button Right = Move Right

Tempest[®]

A Button = Fire

B Button = Super Zapper

Analog Thumb Pad or D-Button Left = Clockwise

Analog Thumb Pad or D-Button Right = Counterclockwise

Warlords®

Start Button = Start Game (Select from Options Menu)

Analog Thumb Pad or D-Button Left = Counterclockwise

Analog Thumb Pad or D-Button Right = Clockwise

A Button = Catch

Important! Each game port corresponds to a different castle position. You must press the **Start Button** on the controller that corresponds to the castle position you wish to play to start the game.

Play the Ultimate Collection!

- Using the **Analog Thumb Pad** or the **D-Button**, highlight the name of the game you wish to play and then press the **A Button** to confirm your selection.
- Next, press the **Start Button** to access the game's Options Menu.
- Highlight the option you wish to alter and then press the **A Button** to access that option.
- Configure the game as you wish.
- Make a note of the controller commands you have assigned to the game.
- Highlight the **Exit** option and then press the **A Button** to confirm.
- Now highlight the appropriate **Start Button** and then press the **A Button** to confirm your selection and begin playing.

Asteroids®

RETRO RECAP

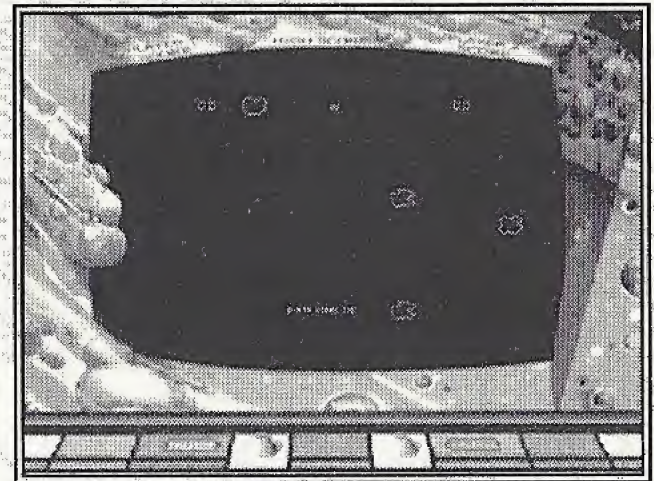
Arcade Debut: 1979

Other Happenings That Year:

- The Knack's *My Sharona* hits #1 on the *Billboard* charts.
- The Shah of Iran is forced into exile.
- Mother Teresa wins the Nobel Peace Prize.
- Actor John Wayne dies.
- *The Deer Hunter* wins Best Picture.
- The Pittsburgh Steelers defeat the Dallas Cowboys to win the Super Bowl.
- Actor Lee Marvin is sued for "palimony."
- Margaret Thatcher becomes Europe's first woman Prime Minister.
- Patty Hearst is released from prison.

IT'S TIME TO PLAY!

Destroy the asteroids with your ship's blaster. As you break the bigger rocks up, the smaller ones come at you faster! Use your ship's thruster to get around the screen and when death is certain, hyperspace your way out. Watch out for the aliens who shoot back at you. Take them out for more points!



Asteroids Deluxe™

RETRO RECAP

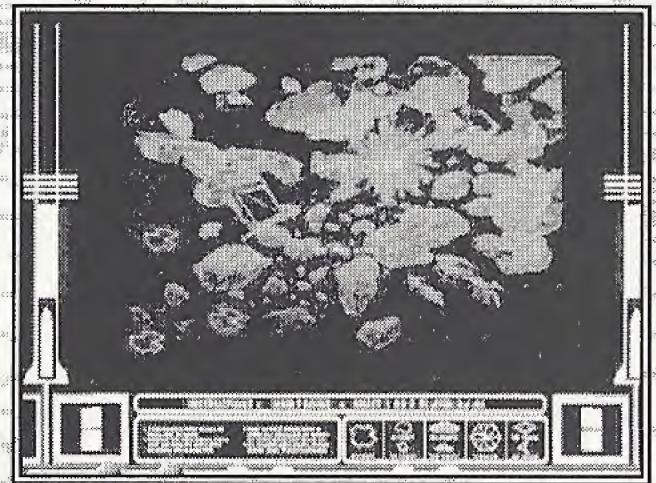
Arcade Debut: 1981

Other Happenings That Year:

- Olivia Newton-John encourages fans to get *Physical*.
- Walter Cronkite retires from regular television broadcasting.
- *Ordinary People* wins the Best Picture Oscar.
- *Columbia*, the first U.S. space shuttle, makes its maiden flight.
- Actress Natalie Wood dies tragically in a boating accident.
- Serial police drama *Hill Street Blues* makes its television debut.

IT'S TIME TO PLAY!

Face all new dangers in this sequel as you blast space free of swarms of asteroids. Watch out for the saucers and new hazards. Use your shield to protect your ship from damage.



Battlezone®

RETRO RECAP

Arcade Debut: 1980

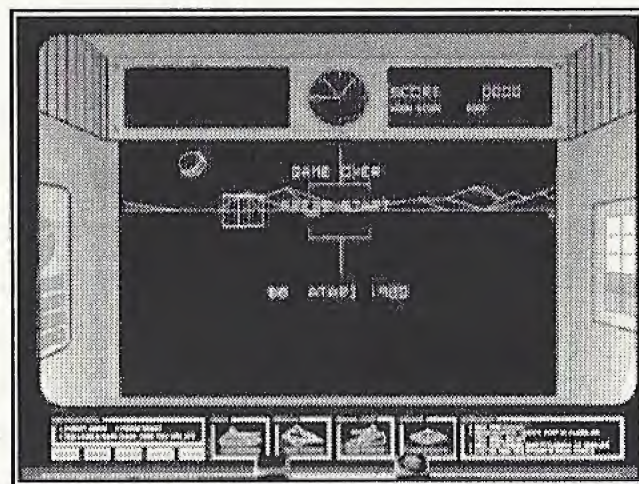
Other Happenings That Year:

- The rock group Queen sends toes tapping with *Crazy Little Thing Called Love*.
- Deposed Shah of Iran, Muhammad Reza Pahlavi, dies of cancer.
- The worldwide eradication of smallpox is announced.

- Lech Walesa becomes chairman of Poland's new independent trade union – Solidarity.
- The Cable News Network (CNN) goes on the air with a speech from its owner, Ted Turner.
- "Designer" jeans become the latest status symbol.

IT'S TIME TO PLAY!

Steer your tank around obstacles as you destroy enemy tanks, cruise missiles and saucers.



Centipede®

RETRO RECAP

Arcade Debut: 1980

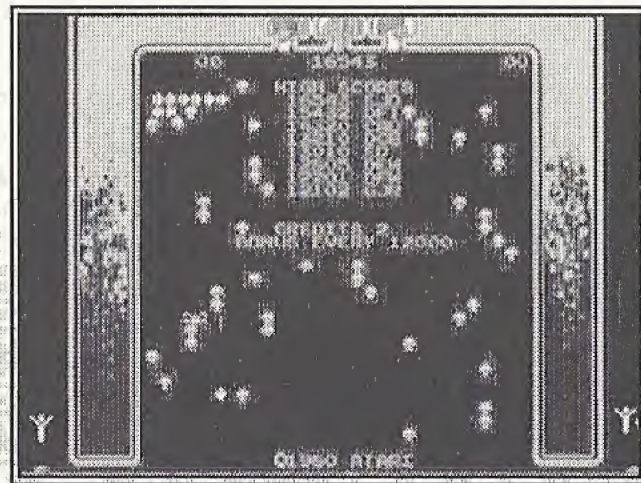
Other Happenings That Year:

- *Another One Bites the Dust* is a hit for Queen.
- Alfred Hitchcock, master of suspense, dies at age 80.
- 710 families are evacuated from the Love Canal area of Niagara Falls, NY.
- John Travolta and Debra Winger star in *Urban Cowboy*.
- Fugitive Abbie Hoffman gives himself up.
- The Philadelphia Phillies win their first World Series in 98 years.

IT'S TIME TO PLAY!

Stop the insect infestation with your bug blaster! As the centipede winds its way down the screen, dodging mushrooms, shoot it, but watch out! If you hit it in

the middle, it splits and leaves a mushroom behind! Shoot the centipede and clear the mushrooms to make things easier. Watch out for the spiders, which like to cramp your style. Shoot them close for more points! Fleas will drop down the screen and leave mushrooms behind. Blow them away before they do too much damage. Scorpions are the worst menace. They poison the mushrooms, which drive any centipede that touches them straight down towards you. Each wave brings meaner and faster enemies.



Crystal Castles®

RETRO RECAP

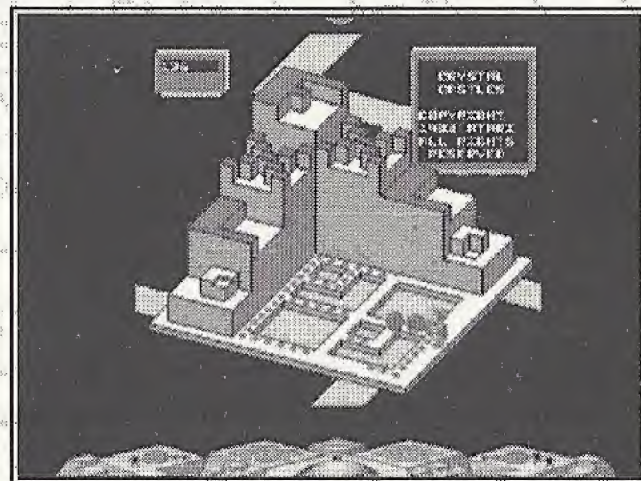
Arcade Debut: 1983

Other Happenings That Year:

- After 251 episodes, the television comedy show *M*A*S*H* comes to an end.
- Singer Karen Carpenter dies of complications from anorexia nervosa.
- Tennis great Bjorn Borg retires from the sport.
- The compact disc is launched.
- After 132 years of unbroken victory, the U.S. loses yachting's America's Cup to Australia.
- Vanessa Williams becomes the first African American to win the Miss America title.

IT'S TIME TO PLAY!

Help Bentley Bear collect gems and stay alive by avoiding enchanted enemies.



RETRO RECAP

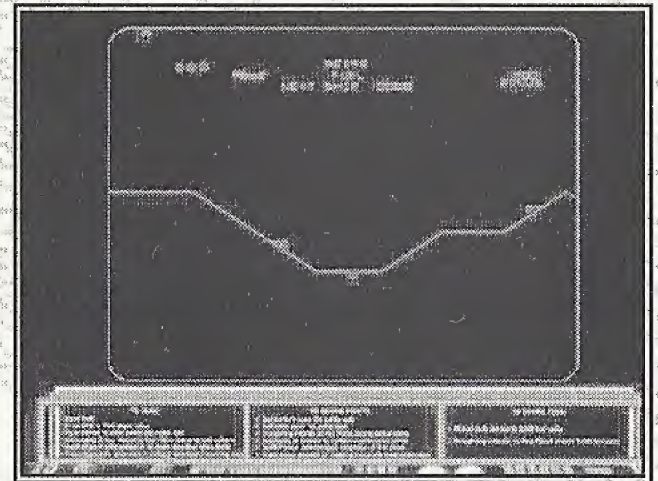
Arcade Debut: 1982

Other Happenings That Year:

- The Unification Church's Sun Myung Moon holds a mass wedding for 2,075 couples.
- *Chariots of Fire* wins the Best Picture Oscar.
- Grace Kelly, Princess of Monaco, dies tragically from injuries sustained in a car crash.
- The futuristic theme park EPCOT (Experimental Prototype Community of Tomorrow) opens in Disney World, Florida.
- The situation comedy *Cheers* makes its television debut.
- The Dow Jones average closes at a record high of 1070.55.

IT'S TIME TO PLAY!

Rid planets of enemy gun emplacements while collecting fuel to fulfill your mission. Experience one of the first games where vector graphics really came to life and where gravity is your biggest enemy.



RETRO RECAP

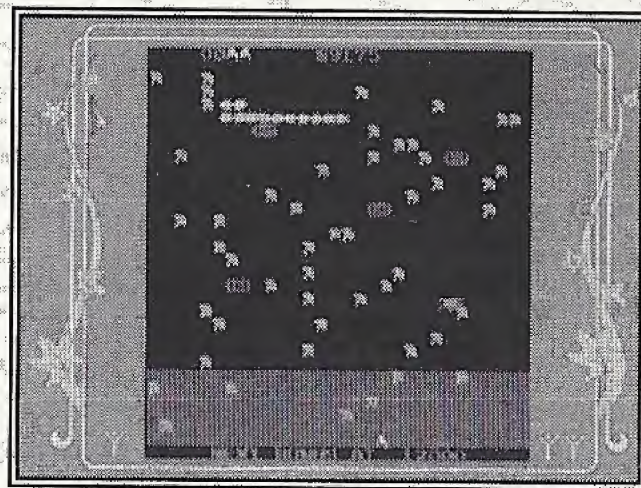
Arcade Debut: 1982

Other Happenings That Year:

- Comedian John Belushi dies of a drug overdose.
- Thieves escape with \$9.8 million in cash from a New York City armored-truck company.
- The Human League reaches #1 with the hit single *Don't You Want Me*.
- Actress Sophia Loren spends one month in prison for tax evasion.
- The musical *Cats* opens at the Winter Garden in New York City.
- Henry Fonda and Katharine Hepburn win Best Actor and Best Actress Oscars, respectively, for their roles in *On Golden Pond*.

IT'S TIME TO PLAY!

Those creepy crawlies are back and they've brought reinforcements. Luckily, so have you. Use the DDT bombs to help you blast through the onslaught. Watch out for the sneaky new insects and don't let those mushrooms get in your way!



Missile Command®

RETRO RECAP

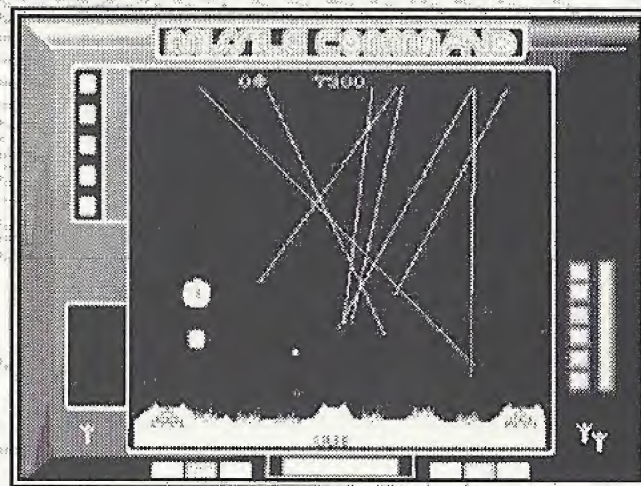
Arcade Debut: 1980

Other Happenings That Year:

- Kenny Rogers hits big with his ballad, *Lady*.
- Jean Harris shoots her lover, author Hermann Tarnower, dead.
- Mary Decker becomes the first woman to run a mile in under 4 1/2 minutes.
- Mount St. Helens erupts in Washington State.
- *Private Benjamin* opens with Goldie Hawn.
- Marvin Hagler becomes the new world middleweight champion.
- Actor Steve McQueen dies.
- President Carter announces the United States will not take part in the Moscow Olympics.

IT'S TIME TO PLAY!

Missile attacks on your cities must be stopped! Take command of the Alpha, Delta and Omega bases. Fire your own missiles into the skies in an attempt to thwart the destruction of your cities. Watch out for all kinds of attack as the enemy forces attempt to destroy your offensive capability. Aim the cross hair where you want the missiles to go, but watch out for the time it takes for your missiles to arrive at the target!



RETRO RECAP

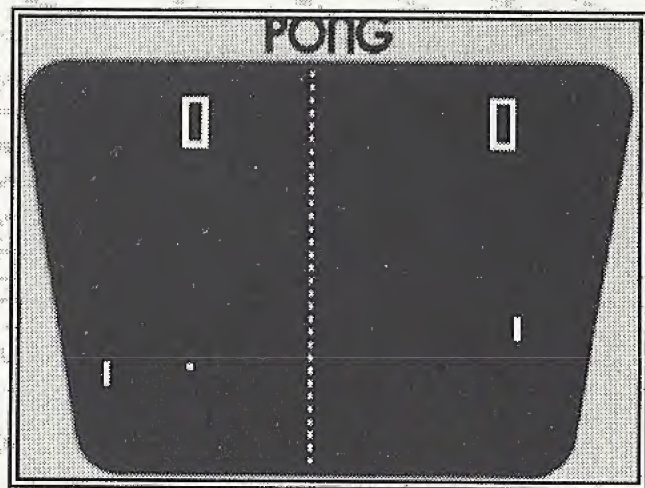
Arcade Debut: 1972

Other Happenings That Year:

- Marlon Brando is Don Corleone in *The Godfather*.
- Governor George Wallace is shot by a gunman and left paralyzed.
- Mark Spitz wins a record seven gold medals at the summer Olympics in Munich; terrorists kill 11 Israeli athletes.
- Seven people are indicted for the Watergate break-in.
- *M*A*S*H* begins an 11-year television run.
- U.S. baseball great, Jackie Robinson, dies.
- Bobby Fischer wins the world chess title from Boris Spassky.
- The military draft is phased out in the U.S.
- The Dow-Jones Index closes above the 1,000 mark for the first time.
- Don McLean takes a ride to the top of the charts with *American Pie*.
- The movie *Deliverance* shakes up audiences.

IT'S TIME TO PLAY!

In this historically classic game, try to get your opponent to miss the ball by simply hitting it back with cleverly angled shots.



Super Breakout[®]

RETRO RECAP

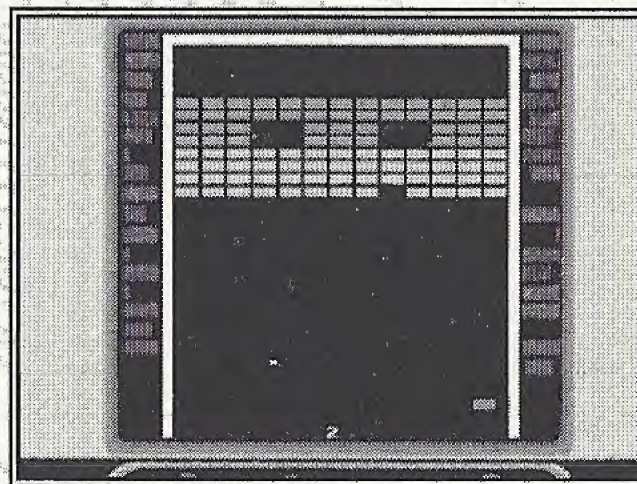
Arcade Debut: 1977

Other Happenings That Year:

- 80-million viewers watch Alex Haley's *Roots*.
- The Volkswagen Beetle is phased out in favor of the Volkswagen Rabbit.
- *Happy Days* comes to television.
- Millions of fans mourn the death of Elvis Presley.
- White polyester suits become fashionable thanks to *Saturday Night Fever*.
- A massive blackout in New York City leaves 9 million people in the dark.
- Debby Boone sings *You Light Up My Life*.
- *The Love Boat*, *Three's Company*, and *CHiPS* all make their television debut.

IT'S TIME TO PLAY!

All three modes of play provide the same simple, but brutal challenge. Return the ball to smash the wall! There are many gameplay variations, including multiple balls, speeding up balls, diminishing bat size, etc., but you've just got to keep that ball bouncing back and breaking out through the bricks until they're all wiped out!



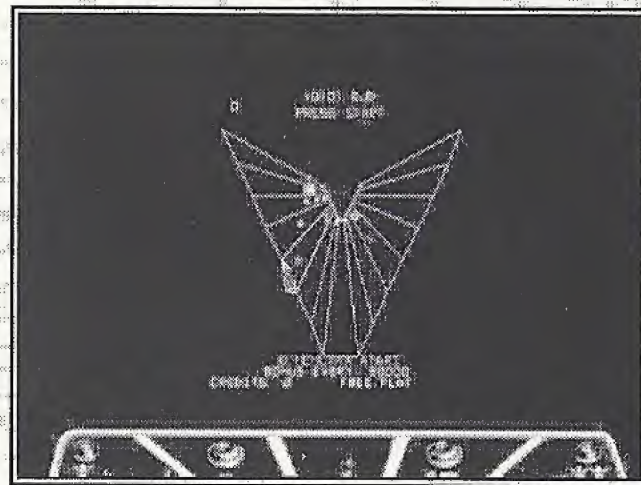
RETRO RECAP Arcade Debut: 1980

Other Happenings That Year:

- Pink Floyd's *The Wall* album tops the Billboard charts for 15 weeks.
- Jimmy Durante dies.
- John Lennon is murdered in New York.
- Everyone wants to know "Who Shot J.R.?"
- U.S. speed skater Eric Heiden wins five gold medals at the Lake Placid Winter Olympics.
- Ronald Reagan becomes the 40th President of the United States.

IT'S TIME TO PLAY!

Aliens from another dimension? Blast them back to where they came from before they reach the edge of your tube and destroy you! Rotate left and right, then use your blaster to fire down the channels of the tube to destroy the varied and colorful enemies. When the going gets tough and you're crowded out, go for the SuperZapper to clear the tube temporarily of all enemies. The secret of this great classic is to get into a rhythm of rotating and firing.



RETRO RECAP

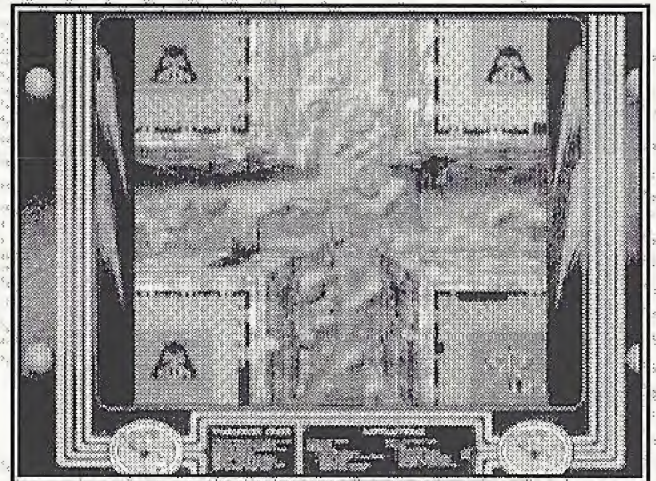
Arcade Debut: 1981

Other Happenings That Year:

- Iran releases 52 American hostages held since 1979.
- Pope John Paul II is shot twice in St. Peter's Square.
- Steven Spielberg's *Raiders of the Lost Ark* hits the big screen.
- Scientists identify Acquired Immune Deficiency Syndrome (AIDS).
- I.B.M. launches its "home" or "personal" computer (the PC).
- Prince Charles and Lady Diana Spencer marry.
- U.S. major league baseball players go on strike.

IT'S TIME TO PLAY!

Four-player head-to-head competition! Deflect deadly fireballs into your opponents' castles to take them apart brick by brick.



Infogrames Web Sites

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.us.infogrames.com>

Kids, check with your parent or guardian before visiting any web site. Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Competitions
- Demos
- Interviews
- Software Upgrades
- Hints and Tips
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

Online Store

If you enjoyed this product and would like to purchase other great Infogrames products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

Technical Support

If you are having technical difficulties with the *Atari Anniversary Edition* Dreamcast game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(978) 522-0100**. Support hours are from 12:00 p.m. to 8:00 p.m., Eastern Standard Time, Monday through Friday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

<http://ina-support.com>

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

For information about the *Atari Anniversary Edition* Dreamcast game or any other Infogrames product, please visit our main web site at:

<http://www.us.infogrames.com>

Credits

Infogrames Interactive, Inc.

Andy Mazurek
Producer

Matt Collins
Product Manager

Bill Levay
Executive Producer

Michael Craighead
*Director of Quality
Assurance*

Kurt Boutin
*Q.A. Certification
Manager*

Randy Lee
Bill Carroll
Q.A. Testing Managers

Michael Davidson
Q.A. Certification Lead

Matt Panteleoni
Lead Tester

Charles Lane
Tester

Anne Marie Bland
Director of Marketing

Steve Martin
*Manager of Creative
Services*

Elizabeth Mackney
*Manager of Editorial &
Documentation Services*

Morgan Tomaiolo
Graphic Designer

Paul Collin
Copywriter

Special Thanks

Shahid Ahmad

Infogrames, Inc. - San Jose

Michael Gilmartin
*Director of Publishing
Support Services*

Chuck Nunez
Q.A. Manager

Jason Kausch
Lead Tester

Joy Schneer
*Sr. Manager, Strategic
Relations*

Dave Costello
*Manager, Strategic
Relations*

Luis Rivas
*Sr. Manager,
Engineering Services*

Digital Eclipse Software Inc.

Craig Stewart
Lead Programmer

Jeff Vavasour
Emulation Programmer

Ryan Thom
Dale Van Mol
Additional Programming

John Kowalski
Tom Johnson
Sound

Boyd Burggrabe
Art Director

Kevin James
Sebastian Hyde
Ryan Slemko
Ryan Senger
Artist

Sean Kelly
John Hardie
Archivists

Chris Charla
Interviewer

Art Adams
Videographer

Image Impressions
Post-Production

Duncan Brown
Tempest Tubes

Bill Baffy
Producer

Andrew Ayre
President

Special Thanks

Nolan Bushnell
Jean Baudin
Leonard Herman
Jerry Jessop
Keith Feinstein
Mike Mika
Irene Vavasour
Zachary Vavasour
Tom Johnson

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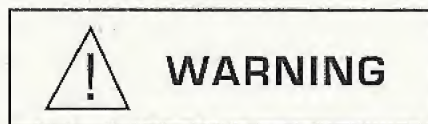
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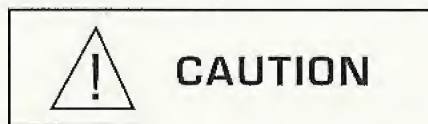
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